Errata o'th'REALM

(Then the proofreader rolled "00"...)

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Pages 15 and 50 were juxtaposed in printing. (The GLITCH lives!)

PG 20 **SWORD, Large, costs 45 Ss.**

PG 21 **ARMOR RATING: Bracers, brassards, gauntlets or greaves add 1 to AR8 or less (not full suits).**

PG 23 **ROCK, Thrown (5 yds.) is 3 (NOT "33"!!)**

PG 28 & 30 **GATING (M) costs 1Pp/lb.**

PG 31 **DEMONOLOGY is a Multiplex art.**

PG 48 **GATERS gate "free" but must expend Pp to carry added weight. Save against CT after each gate (adjusting -1 for each gate that day) for possible exhaustion.**

MONSTER CREATION: For weaponry and defense, "00" should "roll twice"—NOT reroll. Defense (01-49) should include "Roll 1D10 for AR."